

# Project — Part 5

CS 205

## Your Task

Modify your project to include at least four additional features (your “flair”) to produce a final product that you will present to the class. (Remember — In *Office Space*, Brian had 37 pieces of flair! In other words, in my book, he came up 5 pieces short.) One of these features will be the ability to have multiple players, each with their own GUI.



## Requirements

1. Your MUD should launch at least two JFrames, one for each player. If a player is in a room with another player they should be able to see that other player and be aware of the actions of that other player.
2. Your MUD should have at least eight rooms with at least three different types of MOBs.
3. Here are some ideas for additional features to add. Of course, you may add any neat ideas that you think are interesting and fun.
  - (a) You may add complex interactions between the players, items and MOBs.
  - (b) You may add complex items, such as items contained within other items, items that have special properties, etc.
  - (c) You may add complex behaviors to MOBs.
  - (d) You may add some sort of scoring mechanism or player status.
4. Using PowerPoint, or a similar piece of presentation software, each group will give a project presentation during the Final Experience period. The presentation should be aimed at a lay audience, and include the following:
  - (a) Game concept.
  - (b) Original class diagram from Part 1 of the project, and an explanation of the classes.
  - (c) Final class diagram, illustrating your final MUD. Again, explain the classes and explain the evolution of differences between your original class diagram and this class diagram.

- (d) What each project member learned from the project.
- (e) Demonstration of the MUD.

Presentations should be 15–20 minutes. Practice, practice, practice your presentation beforehand!!! I would be ecstatic to see a preview of your presentation one day or more in advance of the Final Experience day to give you feedback. Alternate between project members presenting each of the above. The presentation will account for 50% of the Part 5 grade.

5. When finished, export your project and presentations and submit one copy of each in Canvas. Your code should be fully commented and your project should contain JavaDoc documentation for all your classes.